

RATTLER

by The Grosvenor Group

RATTLER

This game features sixteen distinct levels of action, each requiring increased hand-eye coordination. DO NOT DESPAIR! Level seven contains a welcome surprise for the weary rat chaser!

The object of the game is to guide a rattlesnake around the screen in pursuit of a pack of scrambling rats. Do not collide with the walls of the snake pit, or with any of the sleeping rattlers that share the snake pit with you. Also, do not turn onto yourself! The snake is guided by using the keyboard to control turns up, down, left, and right. The original key assignment is:

<u>DIRECTION</u>	<u>KEY</u>
UP	R
DOWN	T
LEFT	I
RIGHT	O

A feature of this program is the ability to change these movement control keys and choose your own keys to control the snake. This will be explained later in the instructions.

TO BEGIN

To run the program, just type RUN as usual, after CLOADING the program and seeing the OK sign to indicate a valid load. You will see the initial maze, with a level sign overlay in the center of the screen. To begin play, simply press nearly any key on the main keyboard. It's easiest to place your fingers on your control keys to start the game so that you will be ready when the game begins.

SCORING

The game begins at level zero and you are given five chances per game before being demoted back to level zero. Scoring is accomplished by catching rats, and, your current score will be displayed at the top of the screen. Each time your score is increased by 100, the level will be increased by 1, and a new maze will be displayed. Your chances remaining will be flashed between rounds in the lower left portion of the screen. The high score will be continually displayed in the lower center of the screen.

RATTLER MODIFICATION FACILITIES

When the RATTLER program starts, the player is given a preview of the pit maze for the present level. Nearly any keypress will cause play to begin. The exceptional keys are ESC, #, and ?. The ESC key will terminate the program gracefully and return you to the APF basic interpreter and the screen will be restored to the low-res mode. If you terminate the program with the BREAK key, you will have to type blindly GOT09000(RETURN) and this will get the low res screen back for you.

The ? key will give you a mini-explanation and the ability to change the control keys. Just follow the instructions that appear. Do not use the comma key for control. When using the ? key to change your control keys, depress RUB OUT once before typing YES or NO.

THE FULL SCREEN MAZE EDITOR

The # key will give you the extraordinary power to actually change the appearance of the screen mazes used in the program. You also may be able to figure out how it is done by playing with this feature, since the high res building blocks are present for manipulation in this sub-program.

This subprogram is a full screen maze editor. The cursor may be moved around the screen by using the keys I, J, K, and M. The key # will fetch a new screen to work on. The ESC key as usual will get you out of the program with your dignity intact. Use of the # key while within the maze editor will return you to the screen fetch/designate stage.

The high resolution shape blocks that are in the program are made to appear at the cursor location by using the ? and / keys. The / key will roll forward through the list of shapes, while the ? key

will roll backwards. When you are happy with the maze that you have created, press key @ to store the screen image in the level that you designated when you began this mode. Be sure to CSAVE your new version before powering down!

HAPPY SLITHERING!